Working with Computational Anxiety: Assessing Student Attitudes Towards Learning Computation Matthew A. Kohlmyer², Marcos D. Caballero¹ and Michael F. Schatz¹

¹School of Physics, Georgia Institute of Technology, Atlanta, GA 30332 ²Department of Physics, North Carolina State University, Raleigh, NC 27695

Abstract

We have developed and validated the Computational Modeling in Physics Attitudinal Student Survey (COMPASS), a new tool for characterizing how students think about learning computation. We also made preliminary measurements using several different populations of students learning computation in introductory calculus-based physics courses.

The COMPASS

The COMPASS is a 36-item, five-point Likert scale survey that was designed to be used in courses that teach computation alongside science.

The COMPASS was validated through discussions and interviews with 24 experts in computation, computational physics and computer modeling. Furthermore, wording and statement intent was clarified through interviews with 5 introductory physics students.

COMPASS is valid when used as either a preor post-test with students taking introductory calculus-based physics and above.

Scoring the COMPASS

Scores on the COMPASS measure how students' responses align with experts.

Responses are collapsed from a 5-point scale to a 3-point scale (agree to disagree).

Students receive two overall scores and two scores on each dimension: *percent favorable* and *percent un*favorable.

% Favorable = $\frac{\# \text{Align with Expert Opinion}}{\# \text{Scored Statements}} \times 100$ % Unfavorable = $\frac{\# \text{Opposite of Expert Opinion}}{\# \text{Scored Statements}} \times 100$

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Avoiding Rote Is it sufficient to simply memorize details about computation to learn it **Populations Tested**

In its validated form, the COMPASS has been given in only one semester before and after instruction to students taking:

Dimensions of the COMPASS

Perceived Ability How confident students feel about using computational models or learning computation

Perceived Utility Evaluate the utility of learning computation for their future work or of computation itself for helping to understand science

Real-World Connections Students' use of computation to their future career or in the "Real World"

Sense-making The effort which students put forth to understand the computational model or the physical model that it describes

Expert Behaviors Contrast what experts do when using or developing computational models to what students might do by performing expert-like actions

Avoiding Novice Behaviors Contrast what experts do when using or developing computational models to what students might do by avoiding novice-like actions

Personal Interest Students own interest for learning computation

- Intro. Mechanics at Georgia Tech (N = 316)
- Intro. E&M at Georgia Tech (N = 238)
- Intro. Mechanics at NCSU (N = 164)

In all these courses, students used the Matter & Interactions textbook, learning computation in their laboratory sections.

The Georgia Tech mechanics sections also solved a suite of computational homework problems throughout the semester.











	Passed		Failed	
nension	PRE	POST	PRE	POST
	66 (2)	61 (3)	58 (3)	55 (4)
Ability	60 (3)	59 (3)	50 (4)	54 (5)
Jtility	62 (3)	55 (4)	54 (4)	44 (4)
Connections	79 (3)	72 (4)	74 (4)	64 (5)
ing	77 (3)	58 (4)	67 (4)	54 (6)
aviors	56 (3)	57 (4)	47 (4)	51 (5)
Jovice Behaviors	69 (3)	63 (3)	64 (4)	56 (4)
terest	66 (3)	60 (4)	61 (4)	49 (6)
lote	59 (4)	61 (4)	54 (5)	53 (5)